

SD TP3

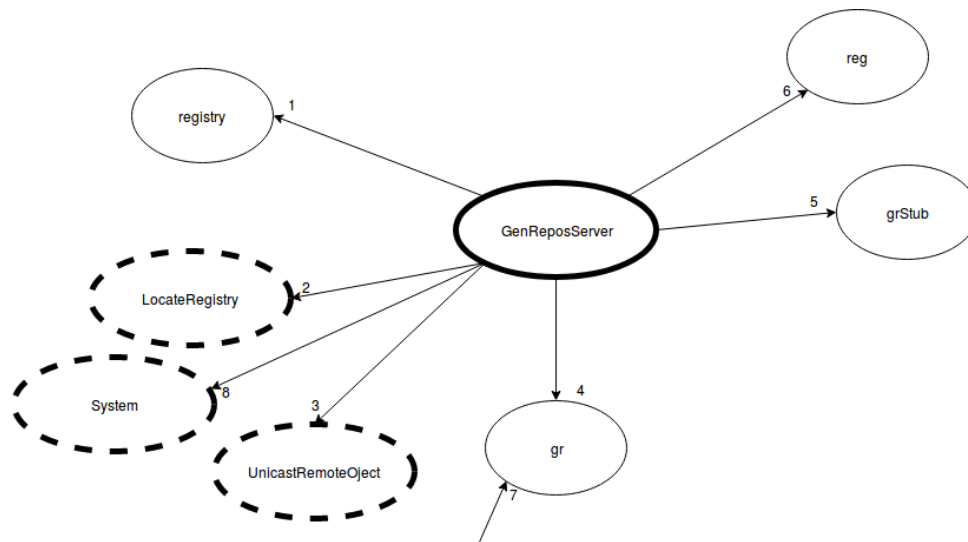
Diagramas

Diogo Duarte – 77645

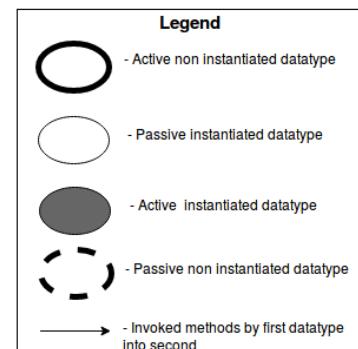
Filipe Reis – 76414

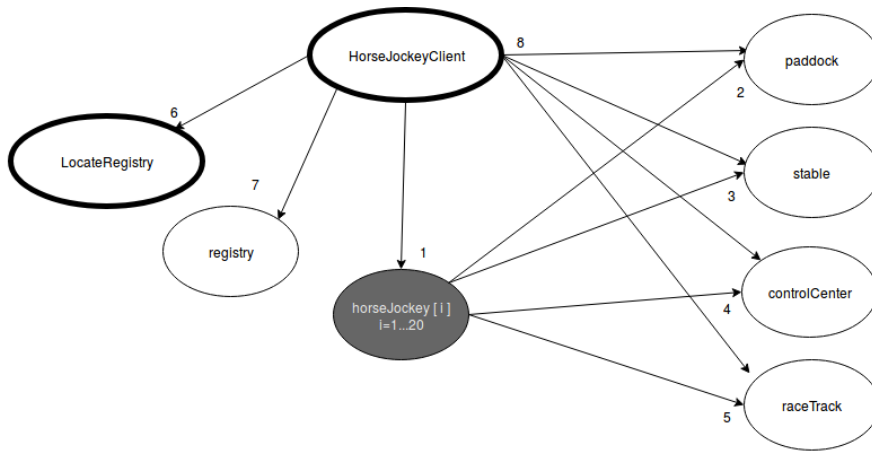
A day at the racing track.

Sistema Distribuidos 2018

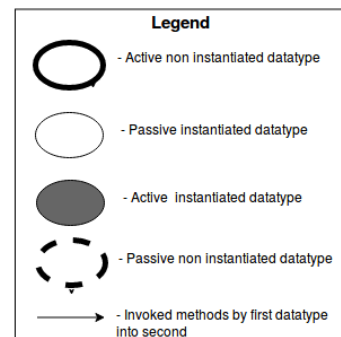


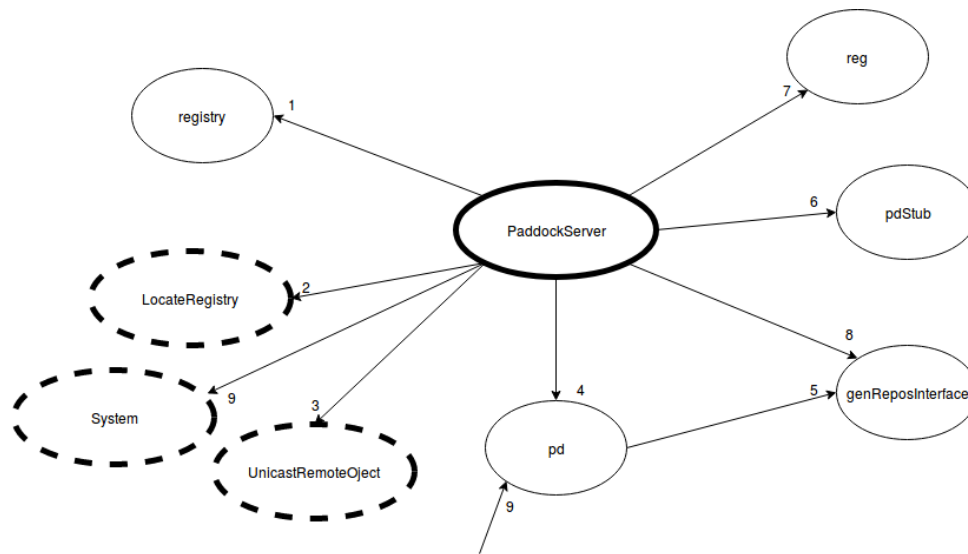
- 1 - Instantiation, lookup
- 2 - getRegistry
- 3 - exportObject, unexportObject
- 4 - Instantiation, waitForShutdown
- 5 - Instantiation
- 6 - Instantiation, bind, unbind
- 7 - initLog, updateLog, setBetS, setBetA, setOdds, setHorseIteration, setHorsePosition, setHorseEnd, setTrackSize, setRaceNumber, setBrokerState, setSpectatorState, setSpectatorMoney, setHorseState, setHorseAgility, disconnect
- 8 - getSecurityManager, setSecurityManager



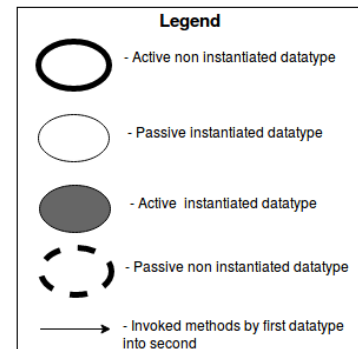


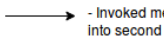
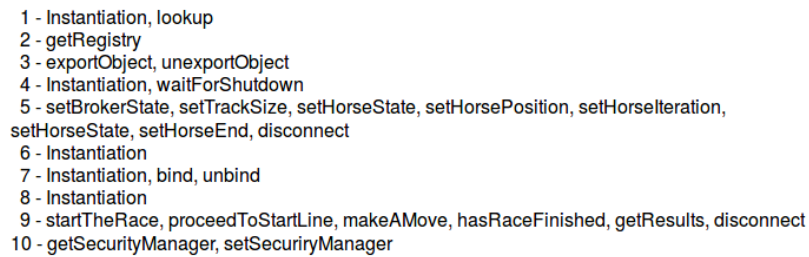
- 1 - Instantiation, start, join
- 2 - lastArrivedToPaddock, proceedToPaddock, disconnect
- 3 - proceedToStable, disconnect
- 4 - unblockProceedToPaddock, unblockMakeAMove, disconnect
- 5 - proceedToStartLine, makeAMove, hasRaceFinished, disconnect
- 6 - getRegistry
- 7 - Instantiation, lookup
- 8 - Instatiation

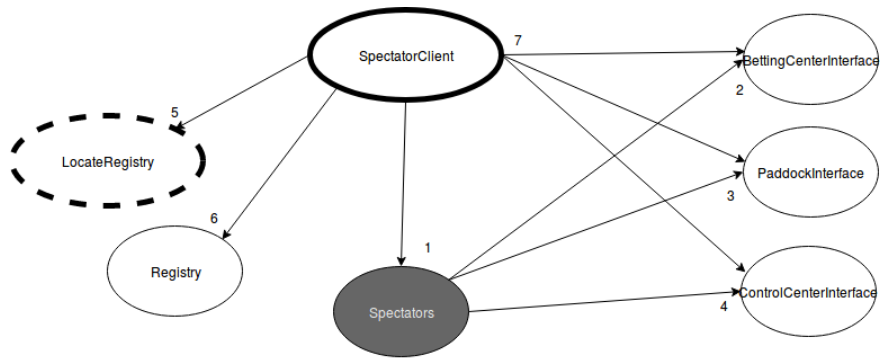




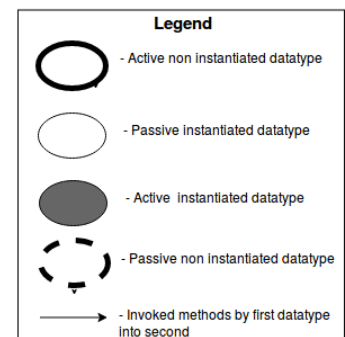
- 1 - Instantiation, lookup
- 2 - getRegistry
- 3 - exportObject, unexportObject
- 4 - Instantiation, waitForShutdown
- 5 - setHorseState, setSpectatorState, disconnect
- 6 - Instantiation
- 7 - Instantiation, bind, unbind
- 8 - Instantiation
- 9 - proceedToPaddock, lastArrivedToPaddock, goCheckHorses, lastCheckHorses, unblockGoCheckHorses, disconnect
- 10 - getSecurityManager, setSecurityManager

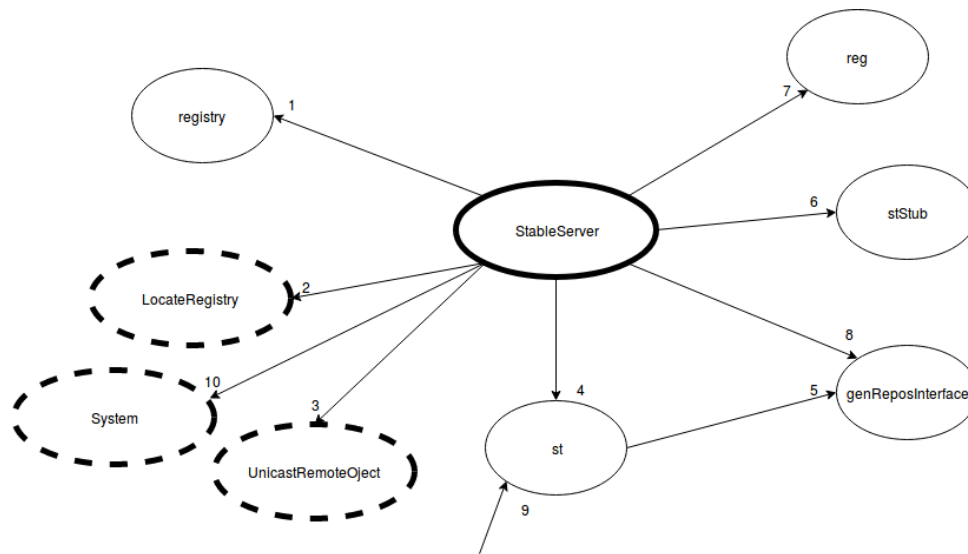




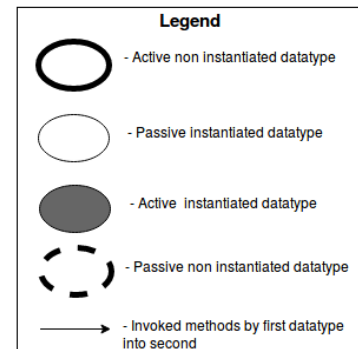


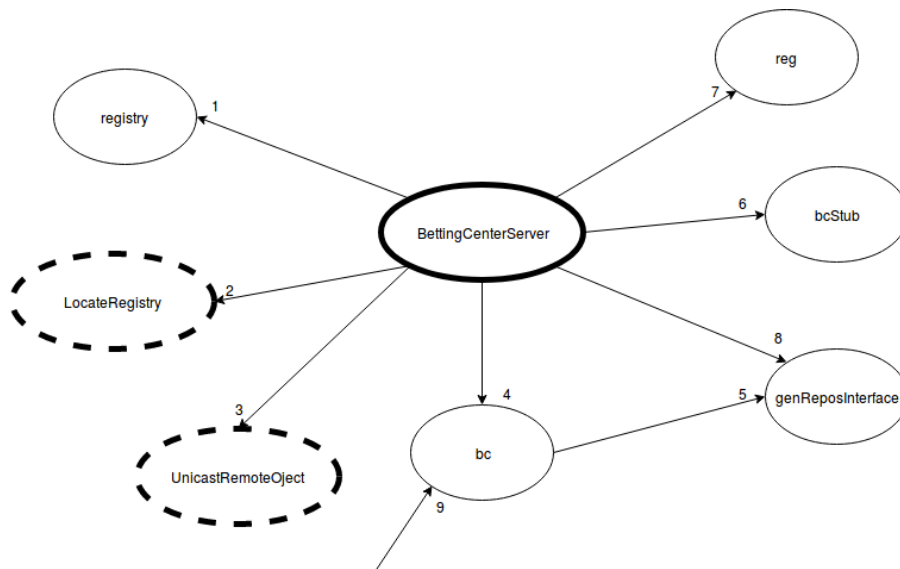
- 1 - Instantiation, start, join
- 2 - placeABet, goCollectTheGains, disconnect
- 3 - lastCheckHorses, unblockGoCheckHorses, goCheckHorses, disconnect
- 4 - waitForNextRace, unblockGoCheckHorses, goWatchTheRace, haveIWon, relaxABit, disconnect
- 5 - getRegistry
- 6 - Instantiation, lookup
- 7 - Instantiation



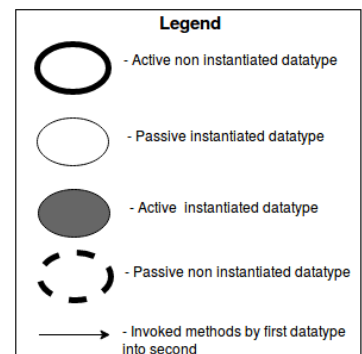


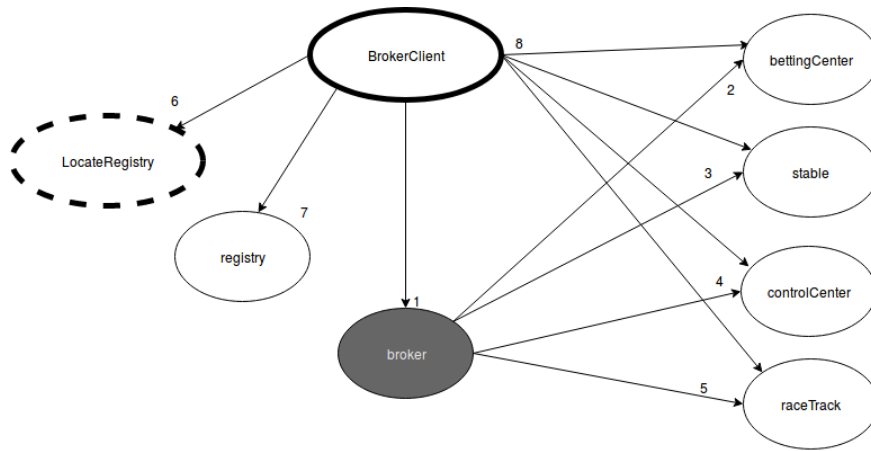
- 1 - Instantiation, lookup
- 2 - getRegistry
- 3 - exportObject, unexportObject
- 4 - Instantiation, waitForShutdown
- 5 - setHorseState, setRaceNumber, setBrokerState, setHorseAgility, setOdds, disconnect
- 6 - Instantiation
- 7 - Instantiation, bind, unbind
- 8 - Instantiation
- 9 - proceedToStable, summonHorsesToPaddock, entertainTheGuests, disconnect
- 10 - getSecurityManager, setSecurityManager



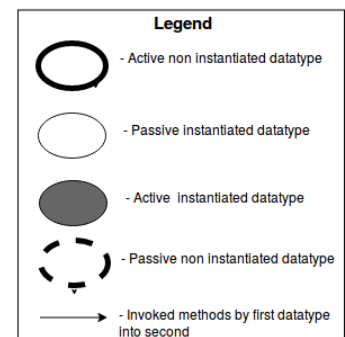


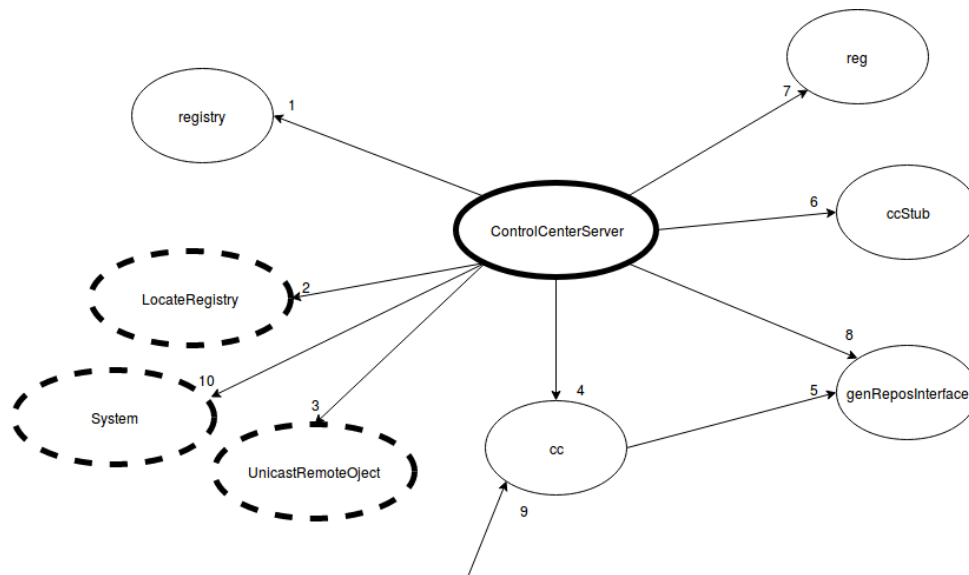
- 1 - Instantiation, lookup
- 2 - getRegistry
- 3 - exportObject, unexportObject
- 4 - Instantiation, waitForShutdown
- 5 - Instantiation, setBrokerState, setBetS, setBetA, setSpectatorMoney, setSpectatorState, disconnect
- 6 - Instantiation
- 7 - Instantiation, bind, unbind
- 8 - Instantiation
- 9 - setHorsesWinningChances, acceptedAllBets, acceptTheBet, placeABet, areThereAnyWinners, honouredAllTheBets, honourTheBet, goCollectTheGains



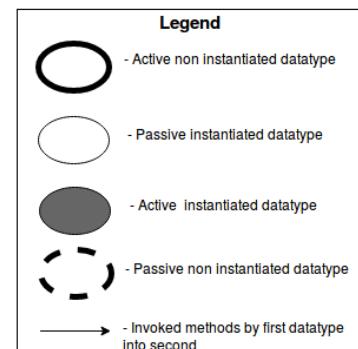


- 1 - Instantiation, start, join
- 2 - setHorsesWinningChances, acceptedAllBets, acceptTheBet, areThereAnyWinners, honouredAllTheBets, honourTheBet, disconnect
- 3 - summonHorsesToPaddock, entertainTheGuests, disconnect
- 4 - summonHorsesToPaddock, startTheRace, reportResults, entertainTheGuests
- 5 - startTheRace, getResult, disconnect
- 6 - getRegistry
- 7 - Instantiation, lookup
- 8 - Instantiation





- 1 - Instantiation, lookup
- 2 - getRegistry
- 3 - exportObject, unexportObject
- 4 - Instantiation, waitForShutdown
- 5 - setSpectatorState, disconnect
- 6 - Instantiation
- 7 - Instantiation, bind, unbind
- 8 - Instantiation
- 9 - waitForNextRace, summonHorsesToPaddock, unblockGoCheckHorses, unblockProceedToPaddock, startTheRace, unblockMakeAMove, goWatchTheRace, reportResults, haveIWon, entertainTheGuests, relaxABit, disconnect
- 10 - getSecurityManager, setSecurityManager



Text